Kari
CHARACTER NAME

Wayfarer
BACKGROUND

Tiefling
SPECIES

Warlock
CLASS

Great Old One
SUBCLASS

3
LEVEL

XP

ARMOR CLASS
15
SHIELD

HIT POINTS
CURRENT
TEMP
23
MAX

HIT DICE
SPENT
3d8
MAX

DEATH SAVES
SUCCESSES
FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+2

INITIATIVE
+2

SPEED
30

SIZE
5'9"

PASSIVE PERCEPTION
12

STRENGTH
-1 MODIFIER
8 SCORE

- -1 Saving Throw
- -1 Athletics

DEXTERITY
+2 MODIFIER
14 SCORE

- 2 Saving Throw
- 2 Acrobatics
- 2 Sleight of Hand
- *4 Stealth

CONSTITUTION
+2 MODIFIER
14 SCORE

- 2 Saving Throw

INTELLIGENCE
-1 MODIFIER
9 SCORE

- -1 Saving Throw
- -1 Arcana
- -1 History
- -1 Investigation
- -1 Nature
- *1 Religion

WISDOM
+2 MODIFIER
14 SCORE

- *4 Saving Throw
- 2 Animal Handling
- *4 Insight
- 2 Medicine
- 2 Perception
- 2 Survival

CHARISMA
+3 MODIFIER
16 SCORE

- *5 Saving Throw
- *5 Deception
- 3 Intimidation
- 3 Performance
- 3 Persuasion

HEROIC INSPIRATION

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Thaumaturgy			
Prestidigitation			
Eldritch Blast	+2	1d10	120 ft away
Poison Spray	+2	1d12	30 ft (Tiefling)
Resistance			(M.I. Cleric)
Starry wisp	+2	1d8	(M.I. Druid) 60 ft away

CLASS FEATURES

Warlock stuff:
- Psychic Spells
- Awakened Mind
-Magical Cunning

Pacts/Eldritch Invocations:
- Pact of the blade (quarter staff - 1d6+3 psychic dmg, +2 to hit)
- Otherworldly Leap (jump cantrip without spell slot)
- Lessons of the First One (Magic Initiate)

SPECIES TRAITS

- Dark vision 60 feet
- Abyssal Legacy (

FEATS

- Lucky
- Magic Initiate

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

WEAPONS

Light armor proficiency
Simple weapons prof

TOOLS

Charisma	
SPELLCASTING ABILITY	
n/a	SPELLCASTING MODIFIER
13	SPELL SAVE DC
+5	SPELL ATTACK BONUS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
Level 1	◇◇◇◇		Level 4	◇◇◇		Level 7	◇◇	
Level 2	◇◇◇		Level 5	◇◇◇		Level 8	◇	
Level 3	◇◇◇		Level 6	◇◇		Level 9	◇	

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
1	Ray of sickness	Act	60ft	◇C ◇R ◇M	(Tiefling) 2d8
1	Feather Fall	Re.	60ft	◇C ◇R ◇M	(M.I. Wizard)
1	Dissonant Whisper	Act	60ft	◇C ◇R ◇M	3d6 phy or half
1	Tasha's laughter	Act	30ft	◇C ◇R ◇M	Wis save or prone
1	Arms of Hadar	Act	Self	◇C ◇R ◇M	2d6 nec
2	Detect Thoughts	N/a	Self	◇C ◇R ◇M	Wis save
2	Phantasmal Force	Act	60ft	◇C ◇R ◇M	2d8 (int save)
2	Crown of Madness	Act	120ft	◇C ◇R ◇M	Concentrate
2	Misty Step	B.A.	Self	◇C ◇R ◇M	Teleport 30ft
2	Mind Spike	Act	120ft	◇C ◇R ◇M	3d8
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
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				◇C ◇R ◇M	
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				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

- studded leather armor

Magic Item Attunement

◇
◇
◇

COINS

CP	SP	EP	GP	PP

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